Amendments to the Claims:

This listing of claims will replace all prior versions, and listing, of claims in the application. Please amend Claims 1, 18, 22, 23, 24, 34, and 50; and add Claim 68.

1. (Currently Amended)   A method for rendering a graphical user interface (GUI), comprising:

providing for the representation of the GUI as ~~a desktop object and~~ a set of objects wherein the objects are organized in a logical hierarchy ~~and the desktop object contains one or more personalized views of one or more portals~~, wherein the set of objects includes at least one of:

one or more booklets wherein anyone of the one or more booklets represents a set of pages linked by a page navigator having a user selectable graphical representation and is capable of containing other booklets; and

one or more portlets wherein anyone of the one or more portlets is a self-contained application that renders its own GUI;

associating a theme with a first object in the set of objects;

rendering the first object according to the theme;

rendering any descendents of the first object according to the theme;

wherein any descendents of the first object can override the theme; and

wherein one of the set of objects can communicate with another of the set of objects.

2. (Original) The method of claim 1 wherein:

one of the set of objects can respond to an event raised by another of the set of objects.

3. (Original)   The method of claim 1 wherein:

a control can have an interchangeable persistence mechanism.

4. (Original)   The method of claim 1 wherein:

a control can have an interchangeable rendering mechanism.

5. (Original)   The method of claim 1, further comprising:

    accepting a request.

6. (Original)   The method of claim 5 wherein:

    the request in a hypertext transfer protocol (HTTP) request.

7. (Original)   The method of claim 5 wherein:

    the request originates from a Web browser.

8. (Original)   The method of claim 1, further comprising:

    generating a response.

9. (Original)   The method of claim 1 wherein:

    an object can represent one of: button, text field, menu, table, window, window control, title bar, pop-up window, check-box button, radio button, window frame, desktop, shell, head, body, header, footer, book, page, layout, placeholder, portlet and toggle button.

10. (Original) The method of claim 1 wherein:

    associating the theme with the first object can occur when the first object is rendered.

11. (Original) The method of claim 1 wherein:

    the first object inherits the theme from a parent object.

12. (Original) The method of claim 1 wherein:

    the theme specifies the appearance and/or functioning of an object in the GUI.

13. (Original) The method of claim 1 wherein:

    rendering the first object according to the theme can be accomplished in parallel with rendering of other objects.

14. (Original) The method of claim 1 wherein:

    the theme can be specified in whole or in part by a properties file.

15. (Original) The method of claim 14 wherein:

    the properties file can include at least one of: 1) cascading style sheet; 2) Java Server Page; 3) Extensible Markup Language; 4) text; 5) Hypertext Markup Language; 6) Extensible Hypertext Markup Language; 7) JavaScript; and 8) Flash MX.

16. (Original) The method of claim 14 wherein:

    the properties file can specify at least one image.

17. (Original) The method of claim 1 wherein:

    the GUI is part of a portal on the World Wide Web.

18. (Currently Amended)   A method for rendering a graphical user interface (GUI), comprising:

    accepting a request;

    mapping the request to ~~a desktop object and~~ a set of objects that represent the GUI, and wherein the <u>set of</u> objects are organized in a logical hierarchy ~~and the desktop object contains one or more personalized views of one or more portals~~, <u>wherein the set of objects includes at least one of:</u>

        <u>one or more booklets wherein anyone of the one or more booklets represents a set of pages linked by a page navigator having a user selectable graphical representation and is capable of containing other booklets; and</u>

        <u>one or more portlets wherein anyone of the one or more portlets is a self-contained application that renders its own GUI;</u>

    associating a theme with a first object in the set of objects;

    rendering the first object according to the theme;

    rendering any descendents of the first object according to the theme; and

    wherein any descendents of the first object can override the theme objects.

19. (Original) The method of claim 18 wherein:

the request in a hypertext transfer protocol (HTTP) request.

20. (Original) The method of claim 18 wherein:

the request originates from a Web browser.

21. (Original) The method of claim 18, further comprising:

generating a response.

22. (Currently Amended)   The method of claim [[1]] 18 wherein:

one of the set of objects can respond to an event raised by another of the set of objects.

23. (Currently Amended)   The method of claim [[1]] 18wherein:

a control can have an interchangeable persistence mechanism.

24. (Currently Amended)   The method of claim [[1]] 18 wherein:

a control can have an interchangeable rendering mechanism.

25. (Original) The method of claim 18 wherein:

an object can represent one of: button, text field, menu, table, window, window control, title bar, pop-up window, check-box button, radio button, window frame, desktop, shell, head, body, header, footer, book, page, layout, placeholder, portlet and toggle button.

26. (Original) The method of claim 18 wherein:

associating a theme with the first object can occur when the first object is rendered.

27. (Original) The method of claim 18 wherein:

the first object inherits the theme from a parent object.

28. (Original) The method of claim 18 wherein:

the theme specifies the appearance and/or functioning of an object in the GUI.

29. (Original) The method of claim 18 wherein:

rendering the first object according to the theme can be accomplished in parallel with rendering of other objects.

30. (Original) The method of claim 18 wherein:

the theme can be specified in whole or in part by a properties file.

31. (Original) The method of claim 30 wherein:

the properties file can include at least one of: 1) cascading style sheet; 2) Java Server Page; 3) Extensible Markup Language; 4) text; 5) Hypertext Markup Language; 6) Extensible Hypertext Markup Language; 7) JavaScript; and 8) Flash MX.

32. (Original) The method of claim 30 wherein:

the properties file can specify at least one image.

33. (Original) The method of claim 18 wherein:

the GUI is part of a portal on the World Wide Web.

34. (Currently Amended)   A method for rendering a graphical user interface (GUI), comprising:

providing for the representation of the GUI as ~~a desktop object and~~ a plurality of objects wherein the objects are organized in a logical hierarchy ~~and the desktop object contains one or more personalized views of one or more portals~~, wherein the set of objects includes at least one of:

one or more booklets wherein anyone of the one or more booklets represents a set of pages linked by a page navigator having a user selectable graphical representation and is capable of containing other booklets; and

one or more portlets wherein anyone of the one or more portlets is a self-

contained application that renders its own GUI;

associating a first theme with a first object in the plurality of objects;

rendering the first object according to the first theme;

associating a second theme with a second object in the plurality of objects;

rendering the second object according to the second theme; and

wherein the second object is a descendant of the first object objects.

35. (Original) The method of claim 34, further comprising:

accepting a request.

36. (Original) The method of claim 35 wherein:

the request in a hypertext transfer protocol (HTTP) request.

37. (Original) The method of claim 35 wherein:

the request originates from a Web browser.

38. (Original) The method of claim 34, further comprising:

generating a response.

39. (Original) The method of claim 1 wherein:

the first object can respond to an event raised by the second object.

40. (Original) The method of claim 1 wherein:

an object can have an interchangeable persistence mechanism.

41. (Original) The method of claim 1 wherein:

an object can have an interchangeable rendering mechanism.

42. (Original) The method of claim 34 wherein:

an object can represent one of: button, text field, menu, table, window, window control, title bar, pop-up window, check-box button, radio button, window frame, desktop, shell, head, body, header, footer, book, page, layout, placeholder, portlet and toggle button.

43. (Original) The method of claim 34 wherein:

the first object inherits the first theme from a parent object.

44. (Original) The method of claim 34 wherein:

the first theme specifies the appearance and/or functioning of the first object in the GUI.

45. (Original) The method of claim 34 wherein:

the rendering the first object can be accomplished in parallel with the rendering of the second object.

46. (Original) The method of claim 34 wherein:

a theme can be specified in whole or in part by a properties file.

47. (Original) The method of claim 46 wherein:

the properties file can include at least one of: 1) cascading style sheet; 2) Java Server Page; 3) Extensible Markup Language; 4) text; 5) Hypertext Markup Language; 6) Extensible Hypertext Markup Language; 7) JavaScript; and 8) Flash MX.

48. (Original) The method of claim 46 wherein:

the properties file can specify at least one image.

49. (Original) The method of claim 34 wherein:

the GUI is part of a portal on the World Wide Web.

50. (Currently Amended)   A machine readable medium having instructions stored thereon that when executed by a processor cause a system to:

provide for the representation of the GUI as ~~a desktop object and~~ a set of objects wherein the objects are organized in a logical hierarchy ~~and the desktop object contains one or more personalized views of one or more portals~~, wherein the set of objects includes at least one of:

one or more booklets wherein anyone of the one or more booklets represents a set of pages linked by a page navigator having a user selectable graphical representation and is capable of containing other booklets; and

one or more portlets wherein anyone of the one or more portlets is a self-contained application that renders its own GUI;

associate theme with a first object in the set of objects;

render the first object according to the theme;

render any descendents of the first object according to the theme;

wherein any descendents of the first object can override the theme; and

wherein one of the set of objects can communicate with another of the set of objects.

51. (Original) The machine readable medium of claim 50 wherein:

one of the set of objects can respond to an event raised by another of the set of objects.

52. (Original) The machine readable medium of claim 50 wherein:

a control can have an interchangeable persistence mechanism.

53. (Original) The machine readable medium of claim 50 wherein:

a control can have an interchangeable rendering mechanism.

54. (Original) The machine readable medium of claim 50, further comprising instructions that when executed cause the system to:

accept a request.

55. (Original) The machine readable medium of claim 54 wherein:

the request in a hypertext transfer protocol (HTTP) request.

56. (Original) The machine readable medium of claim 54 wherein:

   the request originates from a Web browser.

57. (Original) The machine readable medium of claim 50, further comprising instructions that when executed cause the system to:

   generate a response.

58. (Original) The machine readable medium of claim 50 wherein:

   an object can represent one of: button, text field, menu, table, window, window control, title bar, pop-up window, check-box button, radio button, window frame, desktop, shell, head, body, header, footer, book, page, layout, placeholder, portlet and toggle button.

59. (Original) The machine readable medium of claim 50 wherein:

   associating the theme with the first object can occur when the first object is rendered.

60. (Original) The machine readable medium of claim 50 wherein:

   the first object inherits the theme from a parent object.

61. (Original) The machine readable medium of claim 50 wherein:

   the theme specifies the appearance and/or functioning of an object in the GUI.

62. (Original) The machine readable medium of claim 50 wherein:

   rendering the first object according to the theme can be accomplished in parallel with rendering of other objects.

63. (Original) The machine readable medium of claim 50 wherein:

   the theme can be specified in whole or in part by a properties file.

64. (Original) The machine readable medium of claim 63 wherein:

the properties file can include at least one of: 1) cascading style sheet; 2) Java Server Page; 3) Extensible Markup Language; 4) text; 5) Hypertext Markup Language; 6) Extensible Hypertext Markup Language; 7) JavaScript; and 8) Flash MX.

65. (Original) The machine readable medium of claim 63 wherein:

the properties file can specify at least one image.

66. (Original) The machine readable medium of claim 50 wherein:

the GUI is part of a portal on the World Wide Web.

67. (Canceled).

68. (New)   The method of claim 1 wherein:

one of the set of objects is a desktop object and the desktop object contains one or more personalized views.